CSE 2017 Data Structures and Lab

Lecture #8: Binary Search Tree

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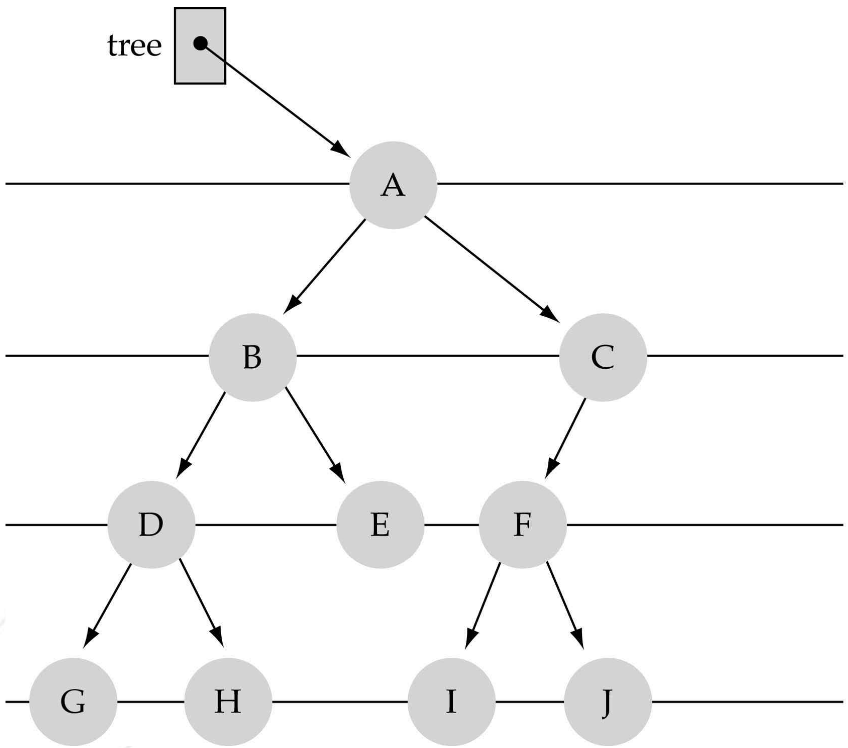
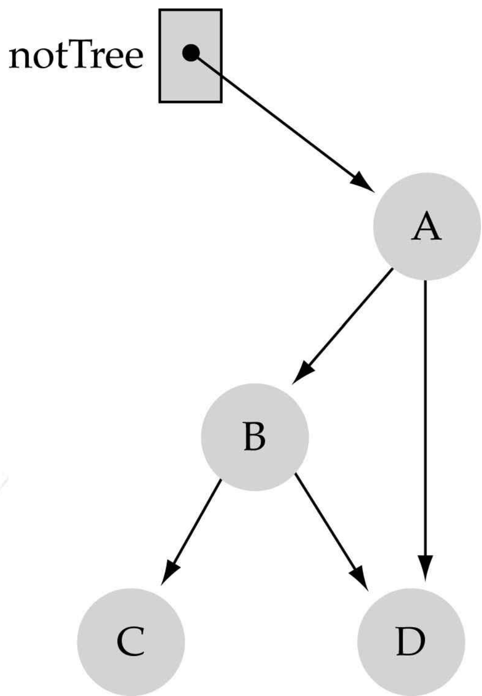
What is a binary tree?

- *Property 1*: **each node can have up to two successor nodes.**



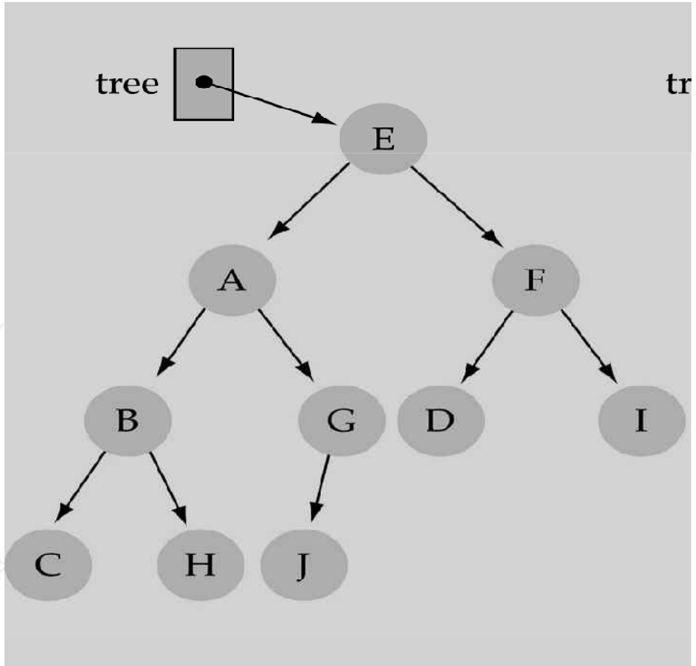
What is a binary tree? (cont.)

- *Property 2*: a unique path exists from the root to every other node



Some terminology

- The successor nodes of a node are called its *children*
- The predecessor node of a node is called its *parent*
- The "beginning" node is called the *root* (has no parent)
- A node without *children* is called a *leaf*



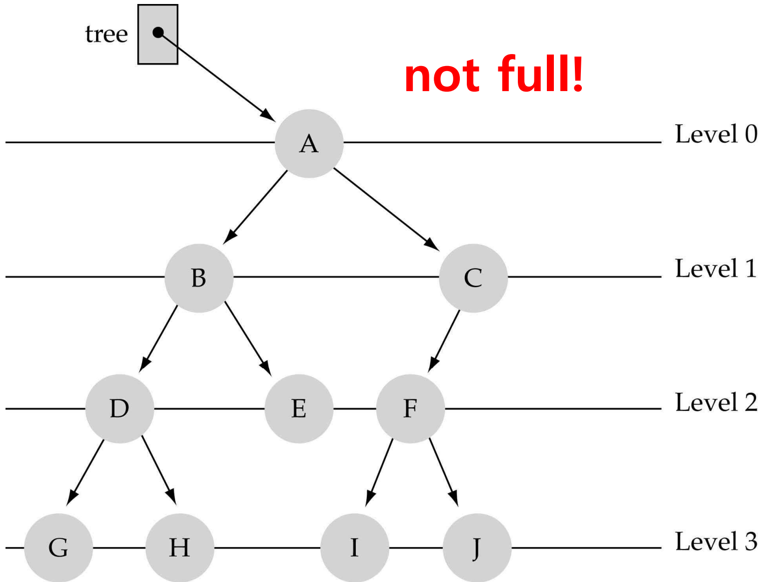
Some terminology (cont'd)

- **Nodes are organize in levels (indexed from 0).**

- **Level (or depth) of a node: number of edges in the path from the root to that node.**

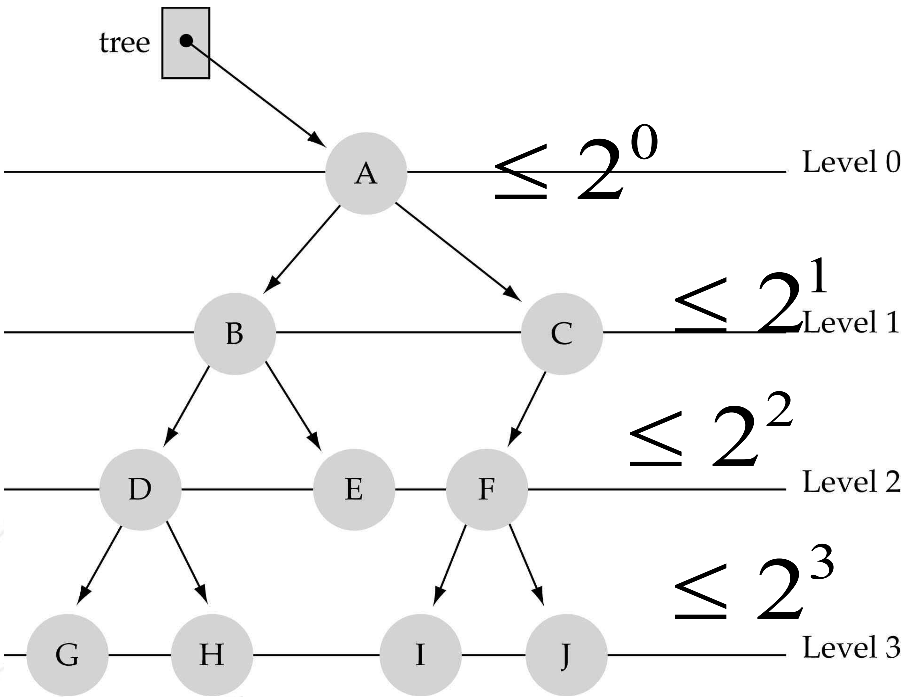
- **Height of a tree h: #levels = L**
  (Warning: some books define h as #levels-1).

- **Full tree: every node has exactly two children *and* all the leaves are on the same level.**



What is the max #nodes at some level *l*?

The max #nodes at level l is 2^l where *l=0,1,2, ...,L-1*



What is the total #nodes N of a full tree with height h?

$$N = 2^0 + 2^1 + \ldots + 2^{h-1} = 2^h - 1$$

l=0 l=1 l=h−1

using the geometric series:

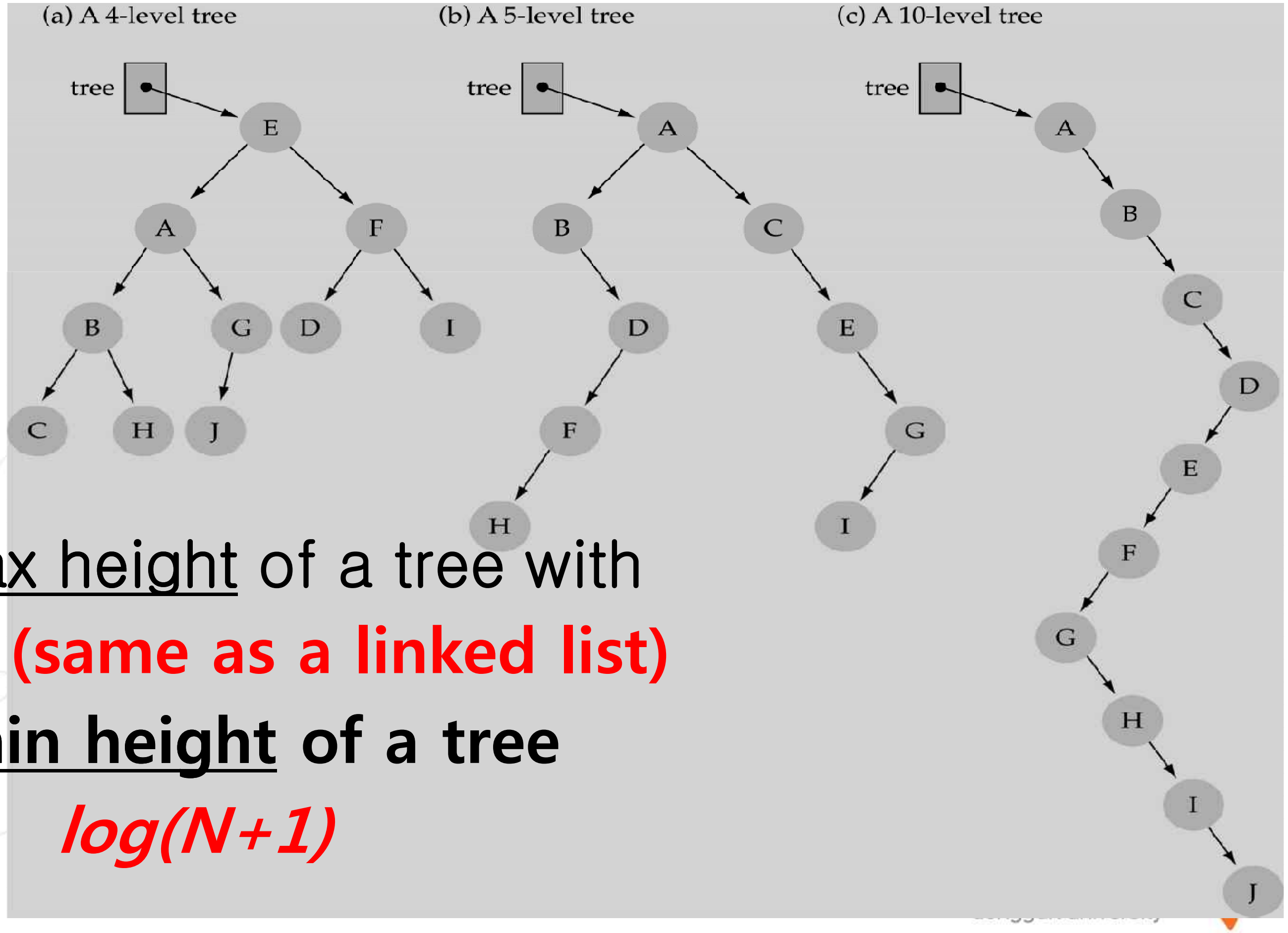
$$x^0 + x^1 + \ldots + x^{n-1} = \sum_{i=0}^{n-1} x^i = \frac{x^n - 1}{x - 1}$$

What is the height h of a full tree with N nodes?

$$2^h - 1 = N$$
$$\Rightarrow 2^h = N + 1$$
$$\Rightarrow h = \log(N+1) \rightarrow O(\log N)$$

Why is h important?

- **Tree operations (e.g., insert, delete, retrieve etc.) are typically expressed in terms of h.**
- **So, h determines running time!**



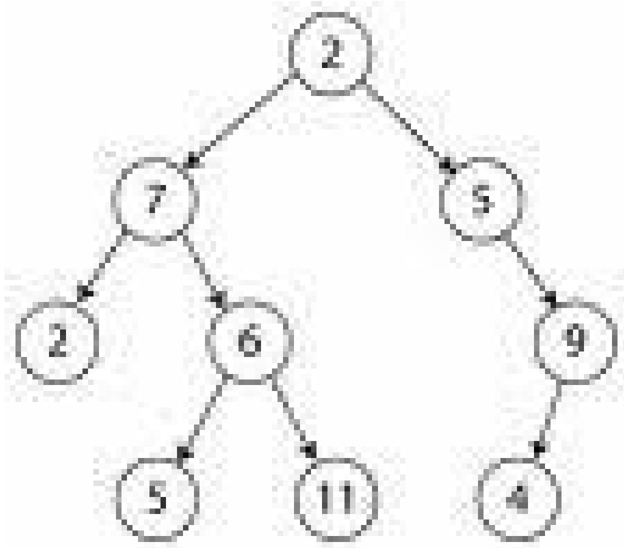
•What is the <u>max height</u> of a tree with *N* nodes? **_N_ (same as a linked list)**

•What is the <u>min height</u> of a tree with *N* nodes? ***log(N+1)***

How to search a binary tree?

(1) Start at the root

(2) Search the tree level by level, until you find the element you are searching for or you reach a leaf.

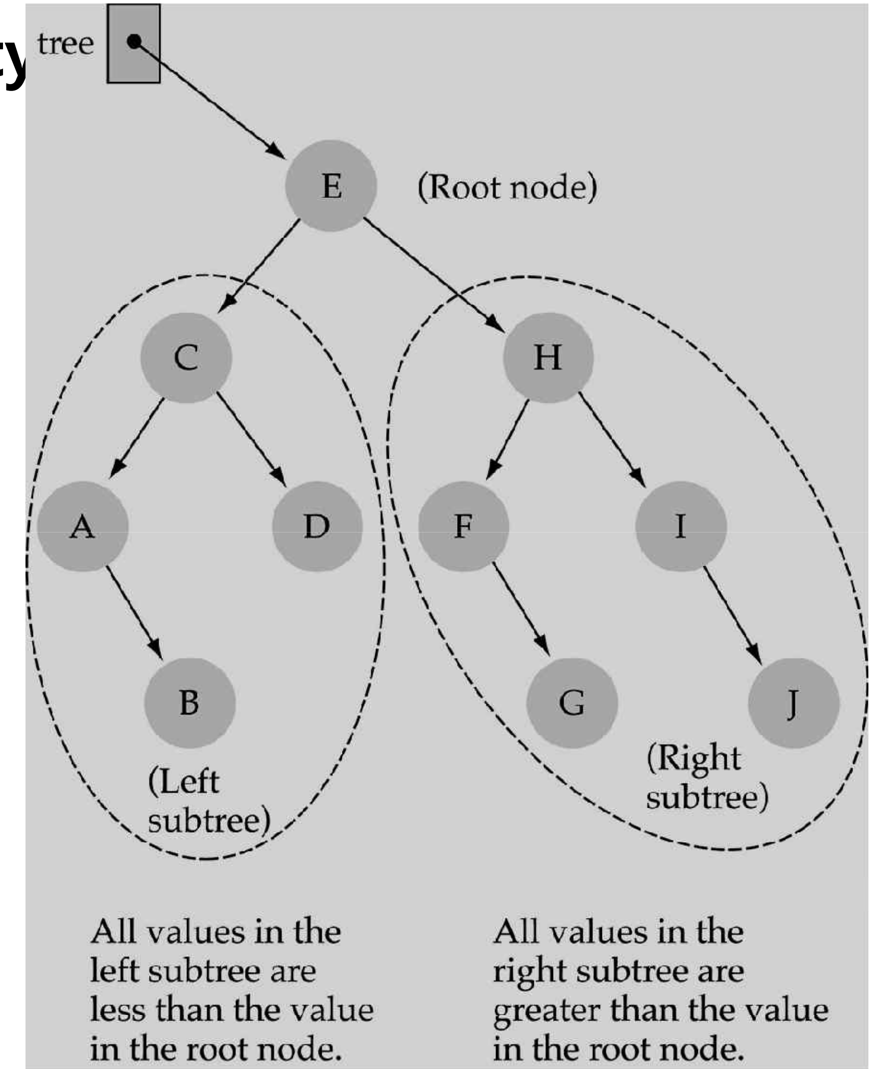


Is this better than searching a linked list?

No → O(N)

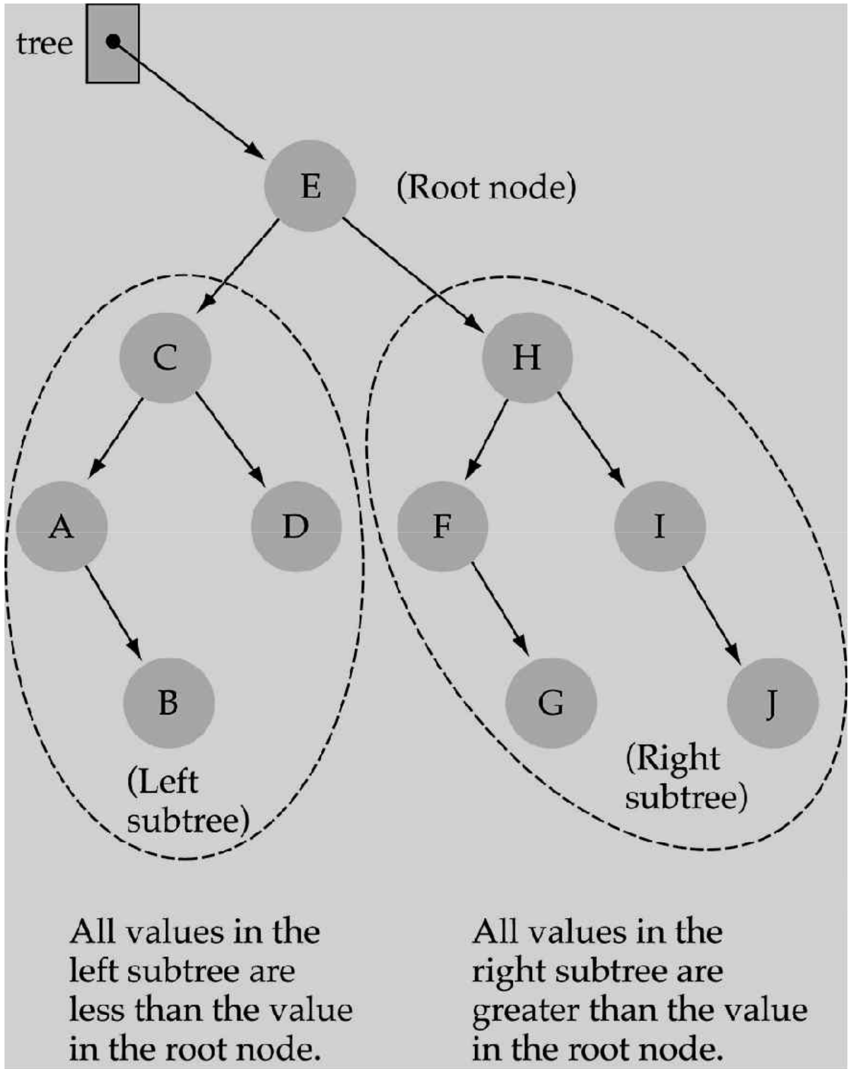
Binary Search Trees (BSTs)

- **Binary Search Tree Property**
  The value stored at a node is *greater* than the value stored at its left child and *less* than the value stored at its right child



Binary Search Trees (BSTs)

- In a BST, the value stored at the root of a subtree is *greater* than any value in its left subtree and *less* than any value in its right subtree!



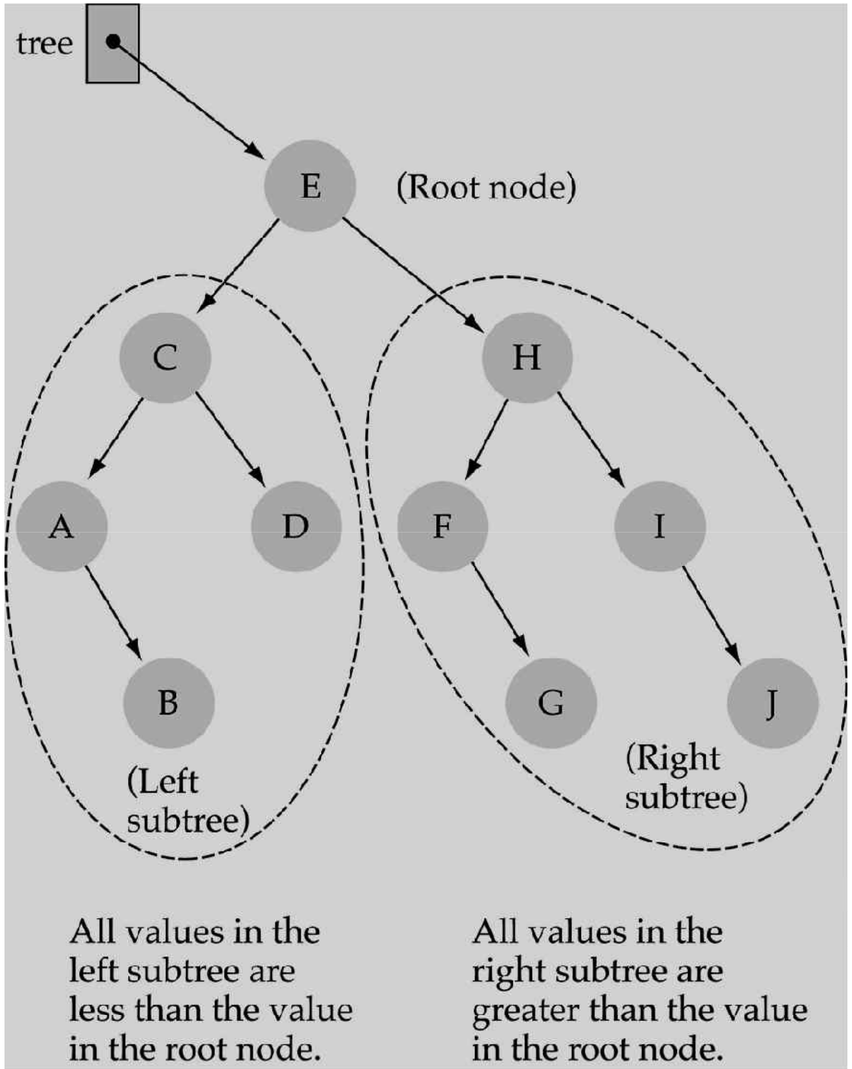
Binary Search Trees (BSTs)

- Where is the smallest element?

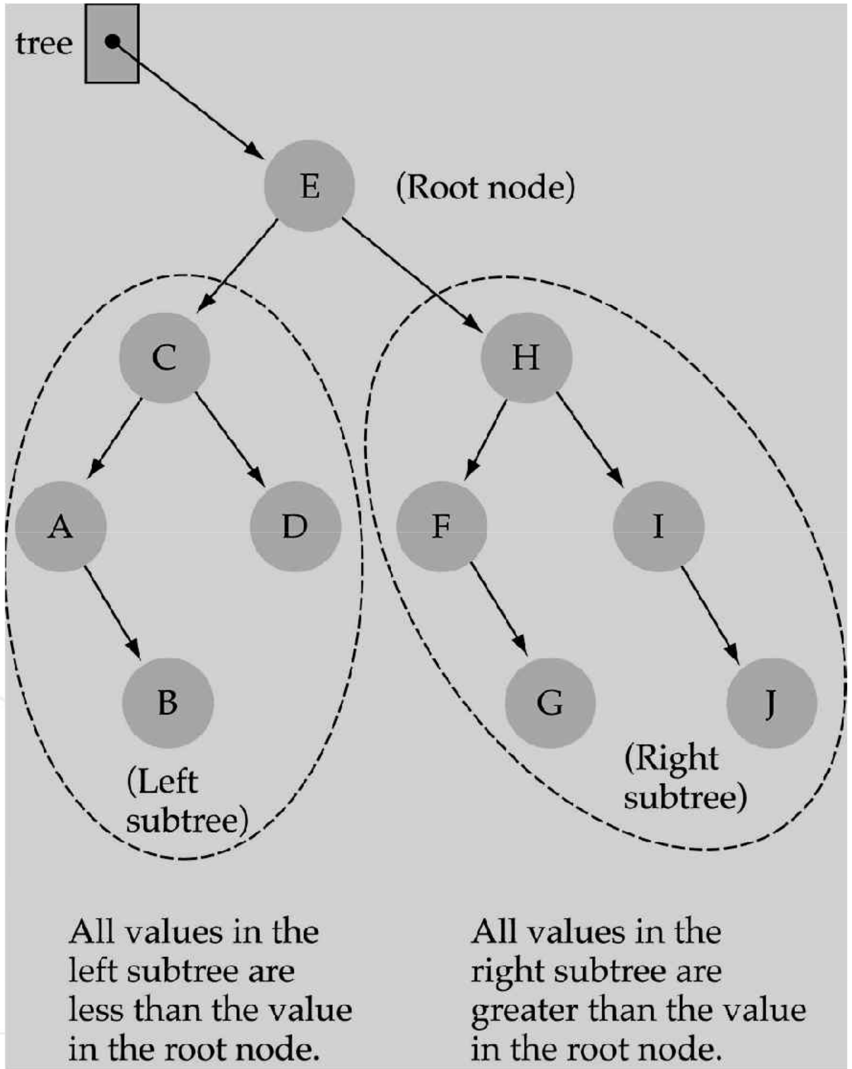
  Ans: leftmost element

- Where is the largest element?

  Ans: rightmost element



How to search a binary search tree?

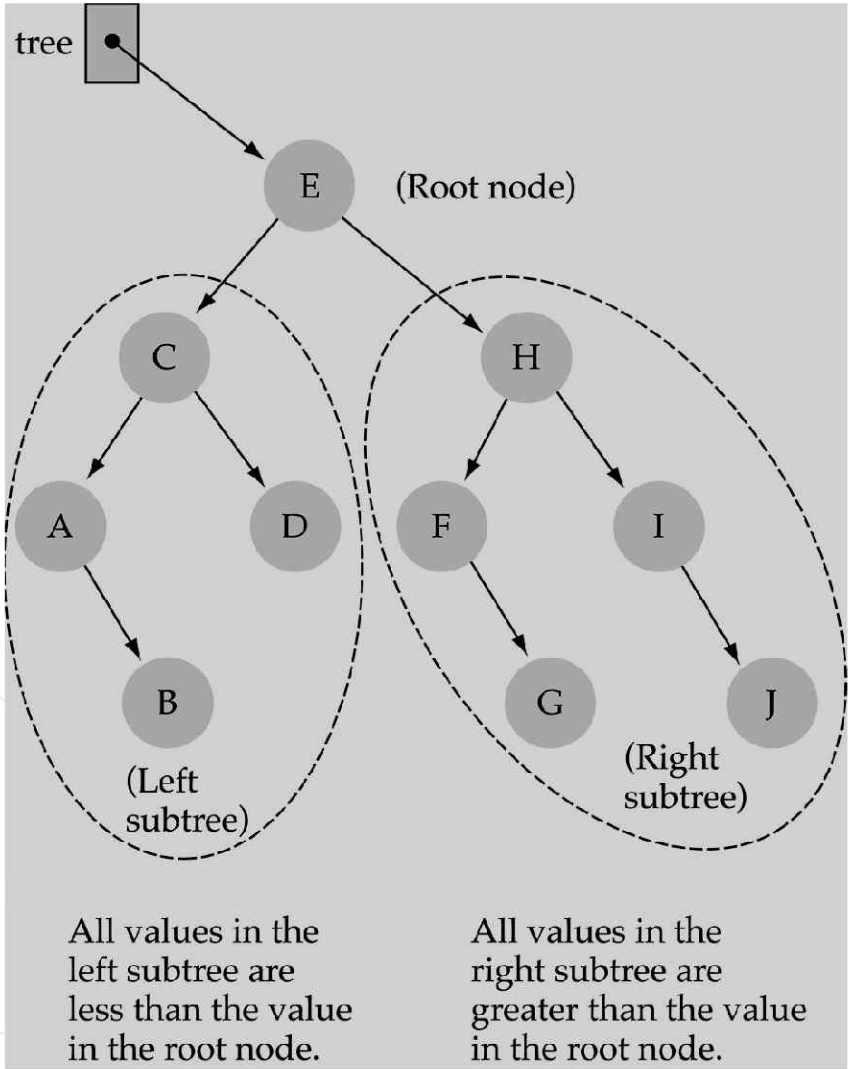


(1) Start at the root

(2) Compare the value of the item you are searching for with the value stored at the root

(3) If the values are equal, then *item found*; otherwise, if it is a leaf node, then *not found*

How to search a binary search tree?

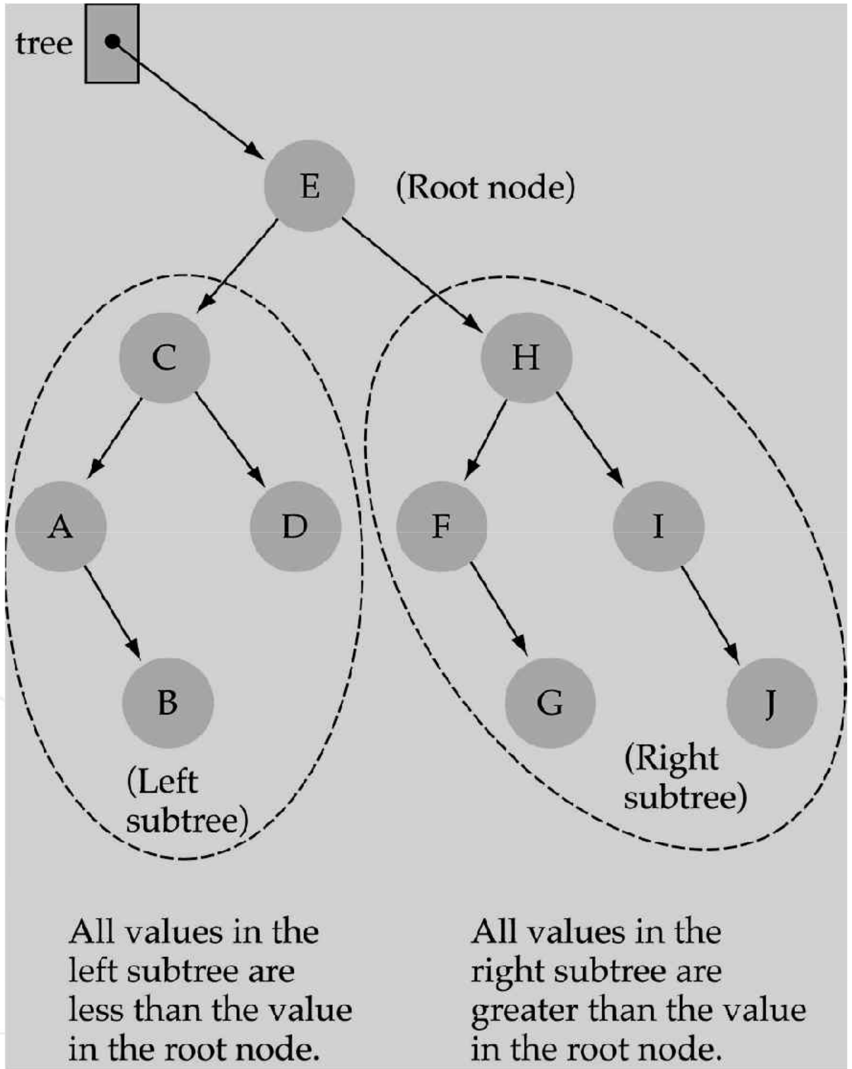


(4) If it is less than the value stored at the root, then search the left subtree

(5) If it is greater than the value stored at the root, then search the right subtree

(6) Repeat steps 2-6 for the root of the subtree chosen in the previous step 4 or 5

How to search a binary search tree?

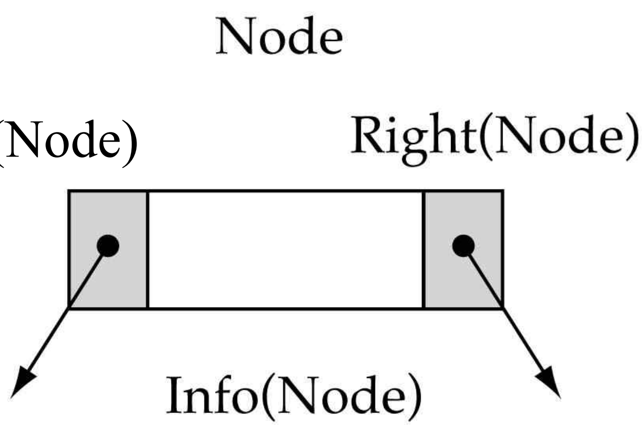


Is this better than searching a linked list?

Yes !! ---> O(logN)

Tree node structure

```
template<class ItemType>
struct TreeNode<ItemType> {
     ItemType info;
     TreeNode<ItemType>* left;
     TreeNode<ItemType>* right;
};
```



Binary Search Tree Specification

```
#include <fstream.h>

struct  TreeNode<ItemType>;

enum OrderType {PRE_ORDER, IN_ORDER, POST_ORDER};

template<class ItemType>
class TreeType {
  public:
    TreeType();
    ~TreeType();
    TreeType(const TreeType<ItemType>&);
    void operator=(const TreeType<ItemType>&);
    void MakeEmpty();
    bool IsEmpty() const;
    bool IsFull() const;
    int NumberOfNodes() const;
    void RetrieveItem(ItemType&, bool& found);
    void InsertItem(ItemType);
    void DeleteItem(ItemType);
    void ResetTree(OrderType);
    void GetNextItem(ItemType&, OrderType, bool&);
    void PrintTree(ofstream&) const;
  private:
    TreeNode<ItemType>* root;
};
```

Function NumberOfNodes

- **Recursive implementation**

  #nodes in a tree =

  #nodes in left subtree + #nodes in right subtree + 1

- **What is the size factor?**

  Number of nodes in the tree we are examining

- **What is the base case?**

  The tree is empty

- **What is the general case?**

  CountNodes(Left(tree)) + CountNodes(Right(tree)) + 1

Function NumberOfNodes (cont.)

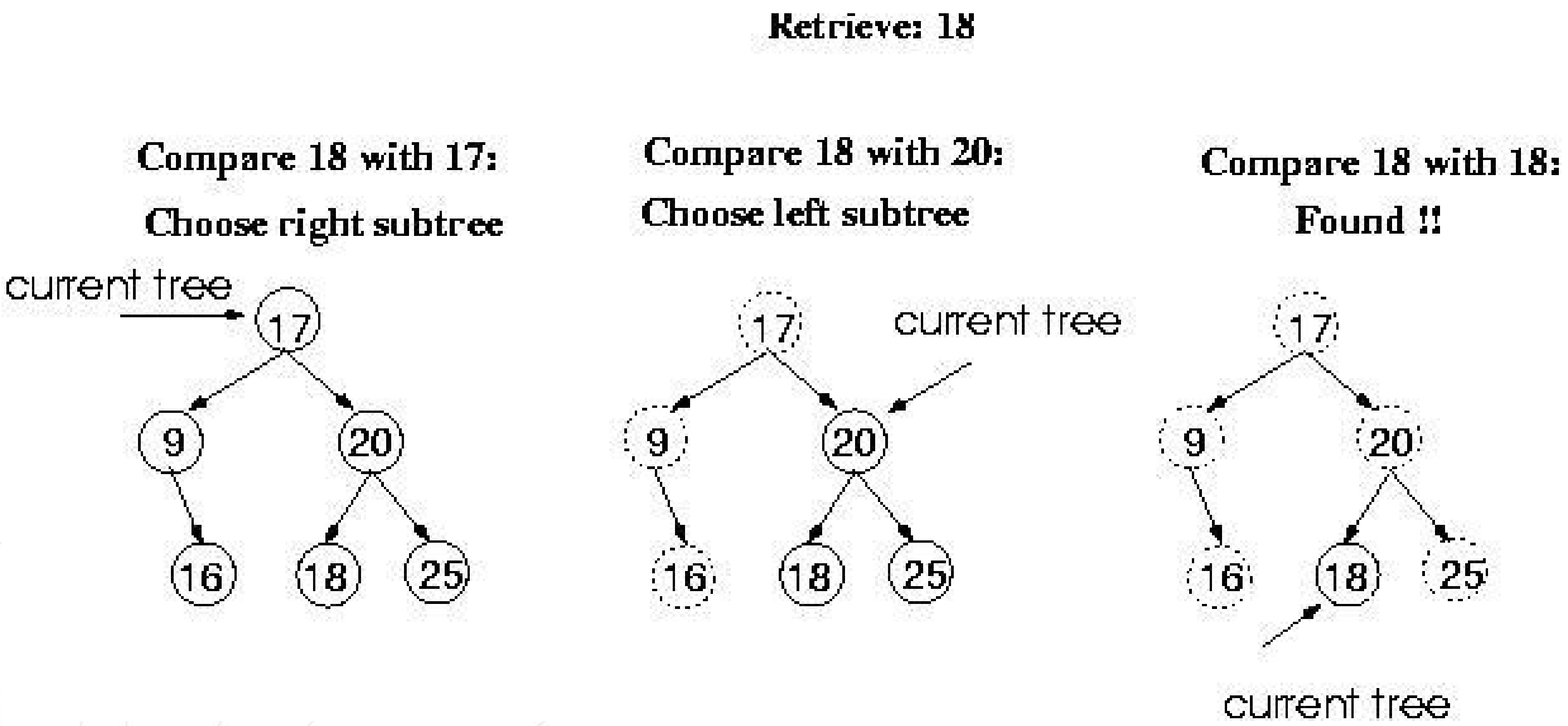
```
template<class ItemType>
int TreeType<ItemType>::NumberOfNodes() const
{
 return CountNodes(root);
}
```

```
template<class ItemType>
int CountNodes(TreeNode<ItemType>* tree)
{
 if (tree == NULL)
   return 0;
 else
   return CountNodes(tree->left)+CountNodes(tree->right) + 1;
}
```

Running Time?

O(N)

Function RetrieveItem



Function RetrieveItem

- What is the size of the problem?

  Number of nodes in the tree we are examining

- What is the base case(s)?

  1) *When the key is found*
  2) *The tree is empty (key was not found)*

- What is the general case?

  Search in the left or right subtrees

Function RetrieveItem (cont.)

```
template <class ItemType>
void TreeType<ItemType>:: RetrieveItem(ItemType& item, bool& found)
{
 Retrieve(root, item, found);
}
```

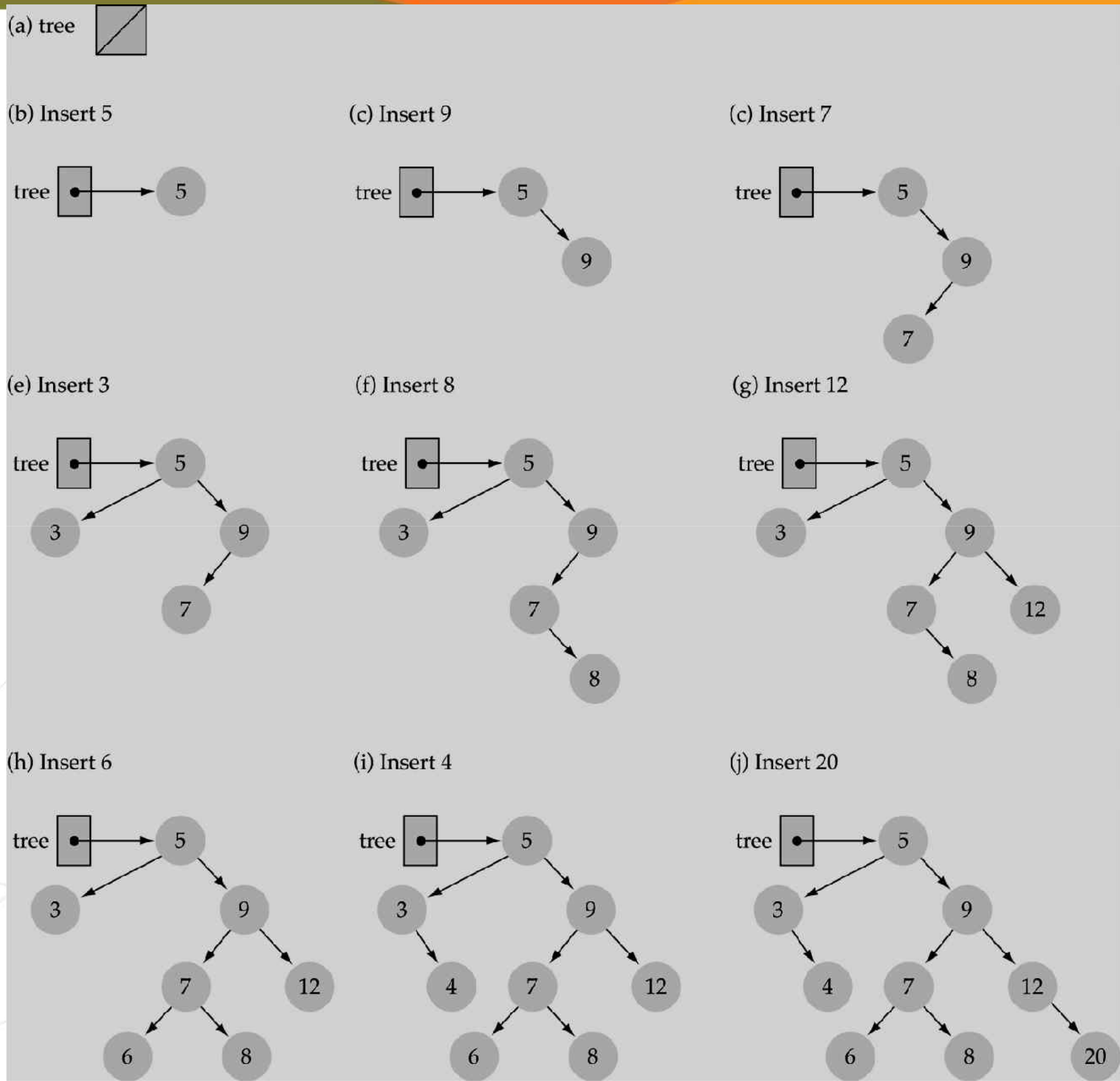
```
template<class ItemType>
void Retrieve(TreeNode<ItemType>* tree, ItemType& item, bool&
  found)
{
 if (tree == NULL) // base case 2
   found = false;
 else if(item < tree->info)
   Retrieve(tree->left, item, found);
 else if(item > tree->info)
   Retrieve(tree->right, item, found);
 else {  // base case 1
   item = tree->info;
   found = true;
 }
}
```

Running Time?

O(h)

Function InsertItem

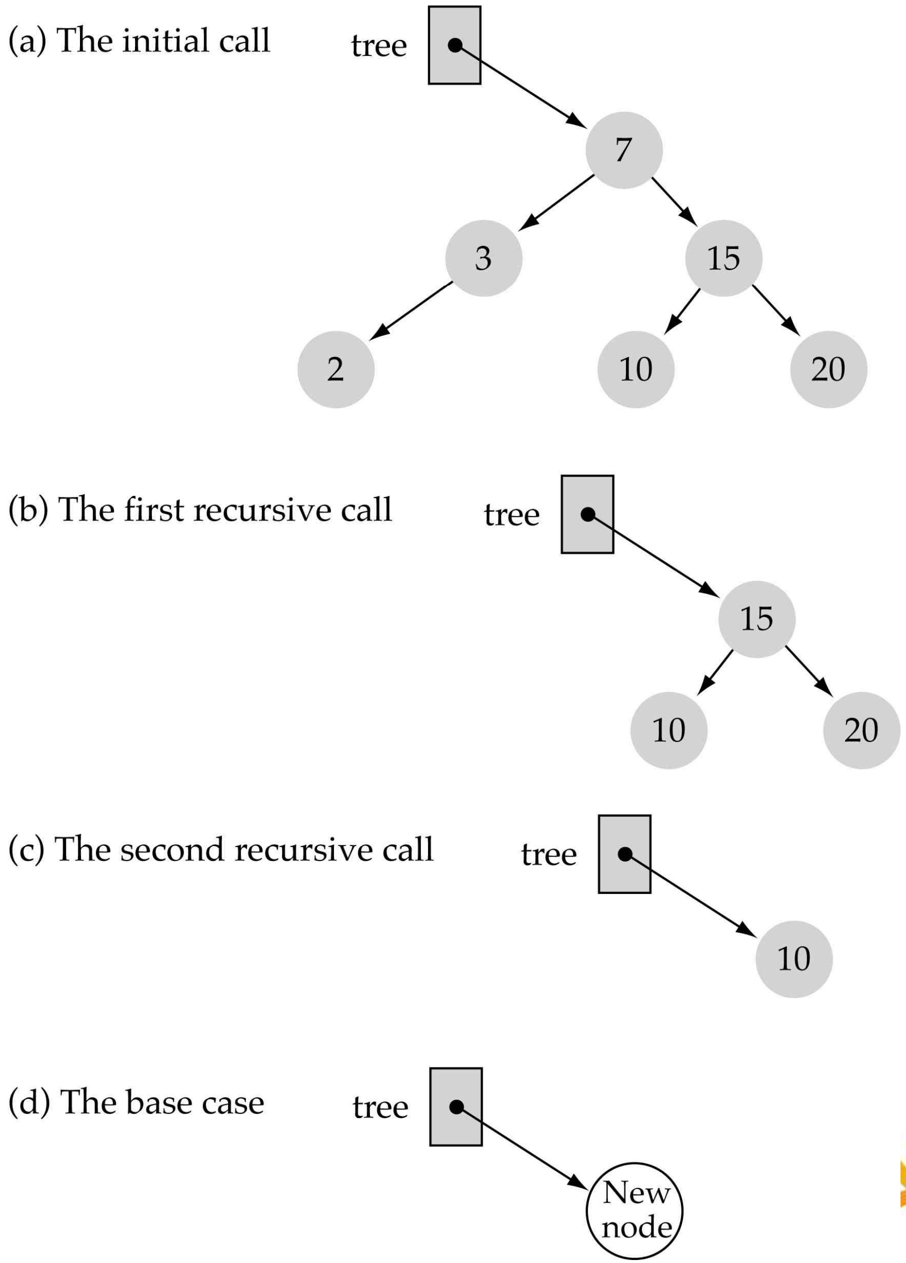
Use the binary search tree property to insert the new item at the correct place



Function InsertItem(cont.)

- **Implementing insertion recursively**

  e.g., insert 11



Function InsertItem (cont.)

- **What is the size of the problem?**
  Number of nodes in the tree we are examining
- **What is the base case(s)?**
  The tree is empty
- **What is the general case?**
  Choose the left or right subtree

Function InsertItem (cont.)

```
template<class ItemType>
void TreeType<ItemType>::InsertItem(ItemType item)
{
 Insert(root, item);
}
```

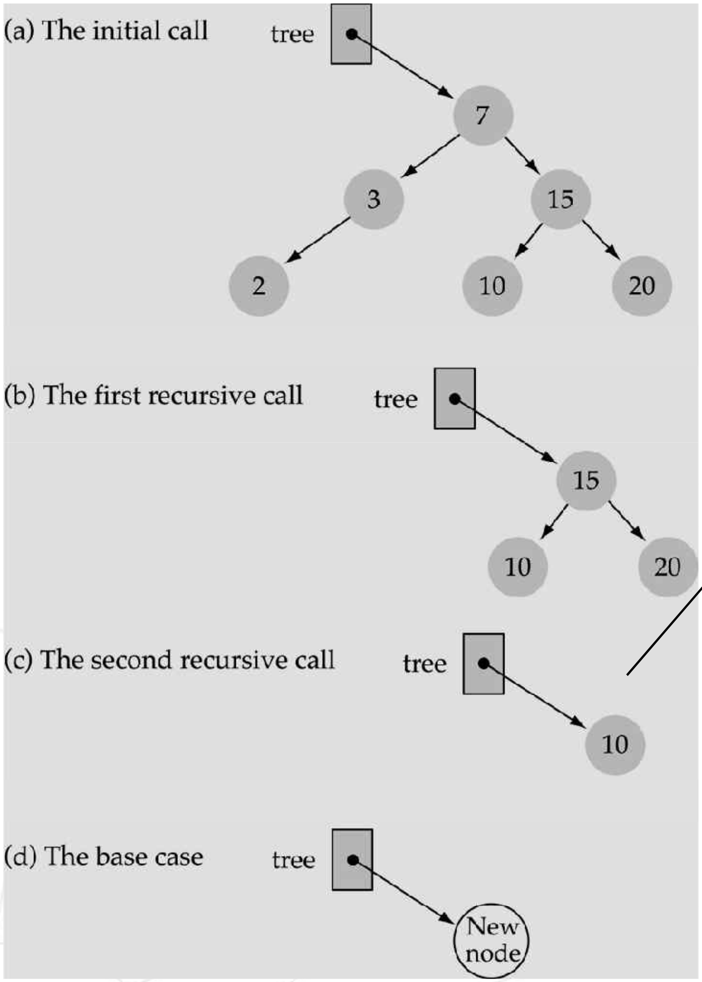
```
template<class ItemType>
void Insert(TreeNode<ItemType>*& tree, ItemType item)
{
 if(tree == NULL) {  // base case
   tree = new TreeNode<ItemType>;
   tree->right = NULL;
   tree->left = NULL;
   tree->info = item;
 }
 else if(item < tree->info)
   Insert(tree->left, item);
 else
   Insert(tree->right, item);
}
```

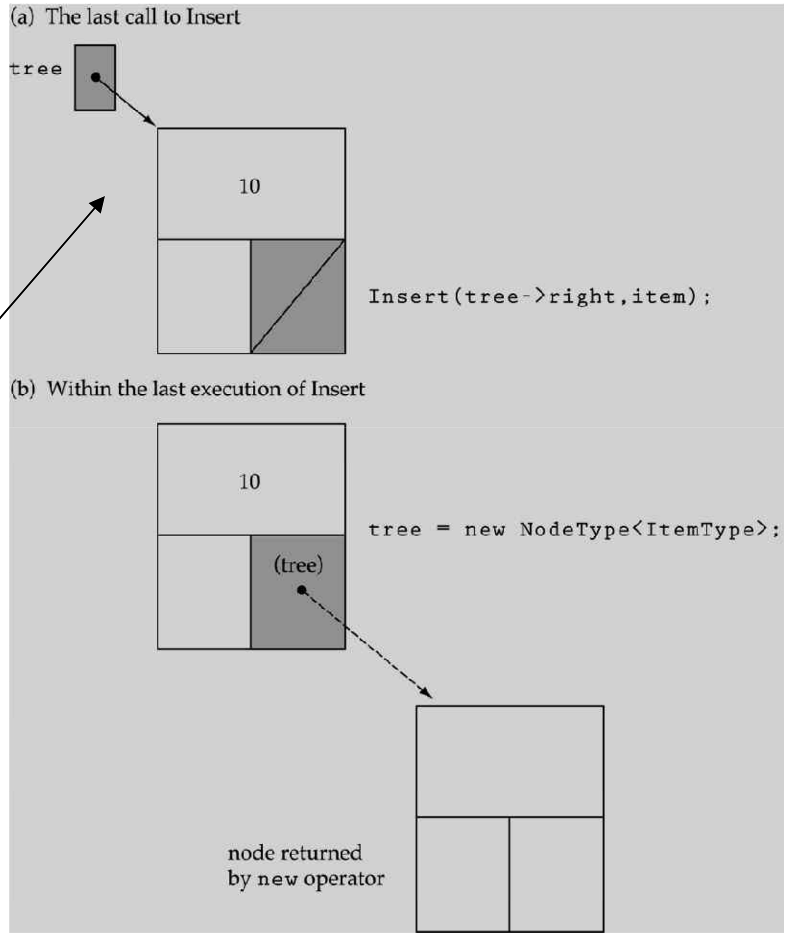
Running Time?

O(h)

Function InsertItem (cont.)

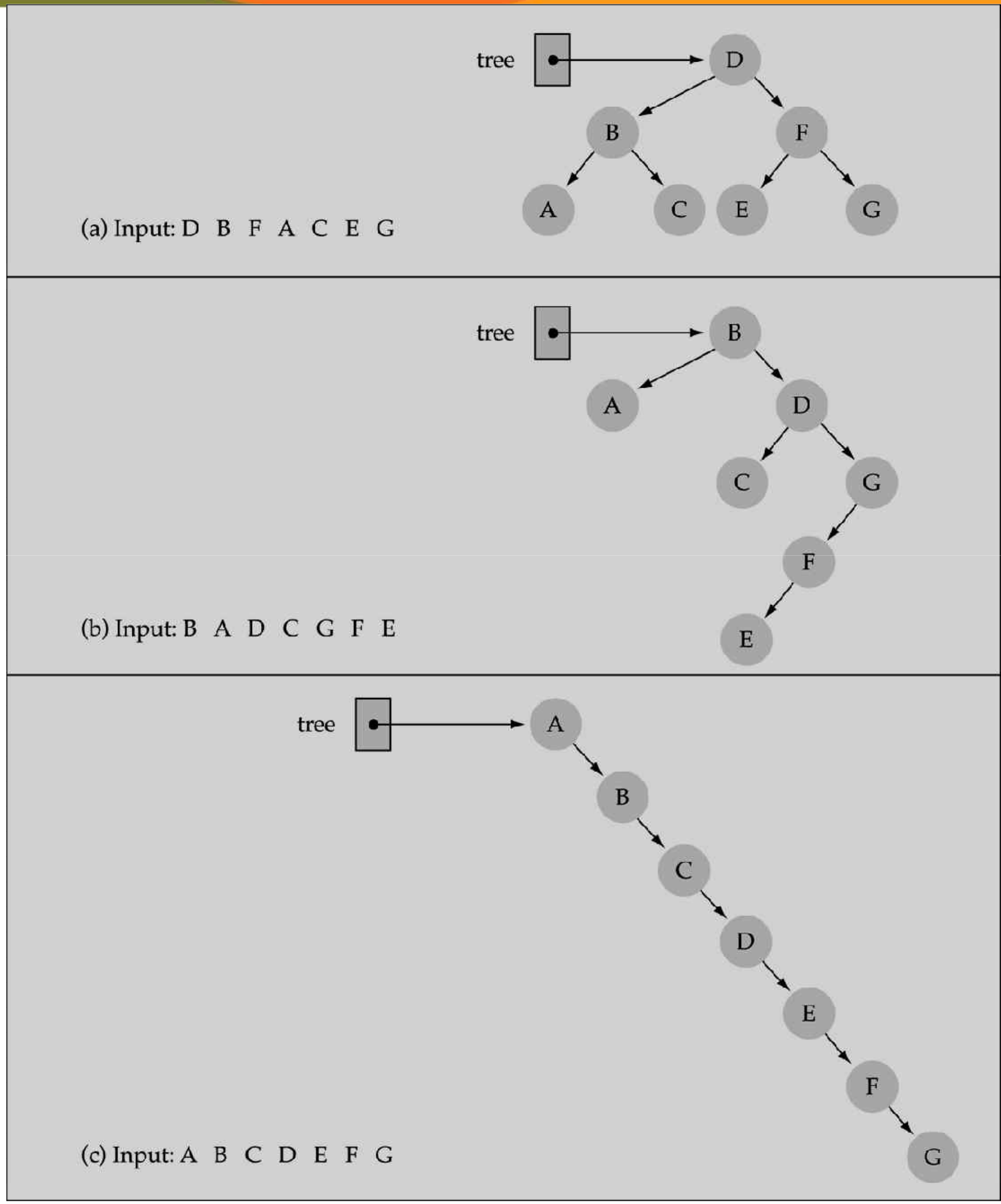
Insert 11





Does the order of inserting elements into a tree matter?

- **Yes, certain orders might produce very unbalanced trees!**



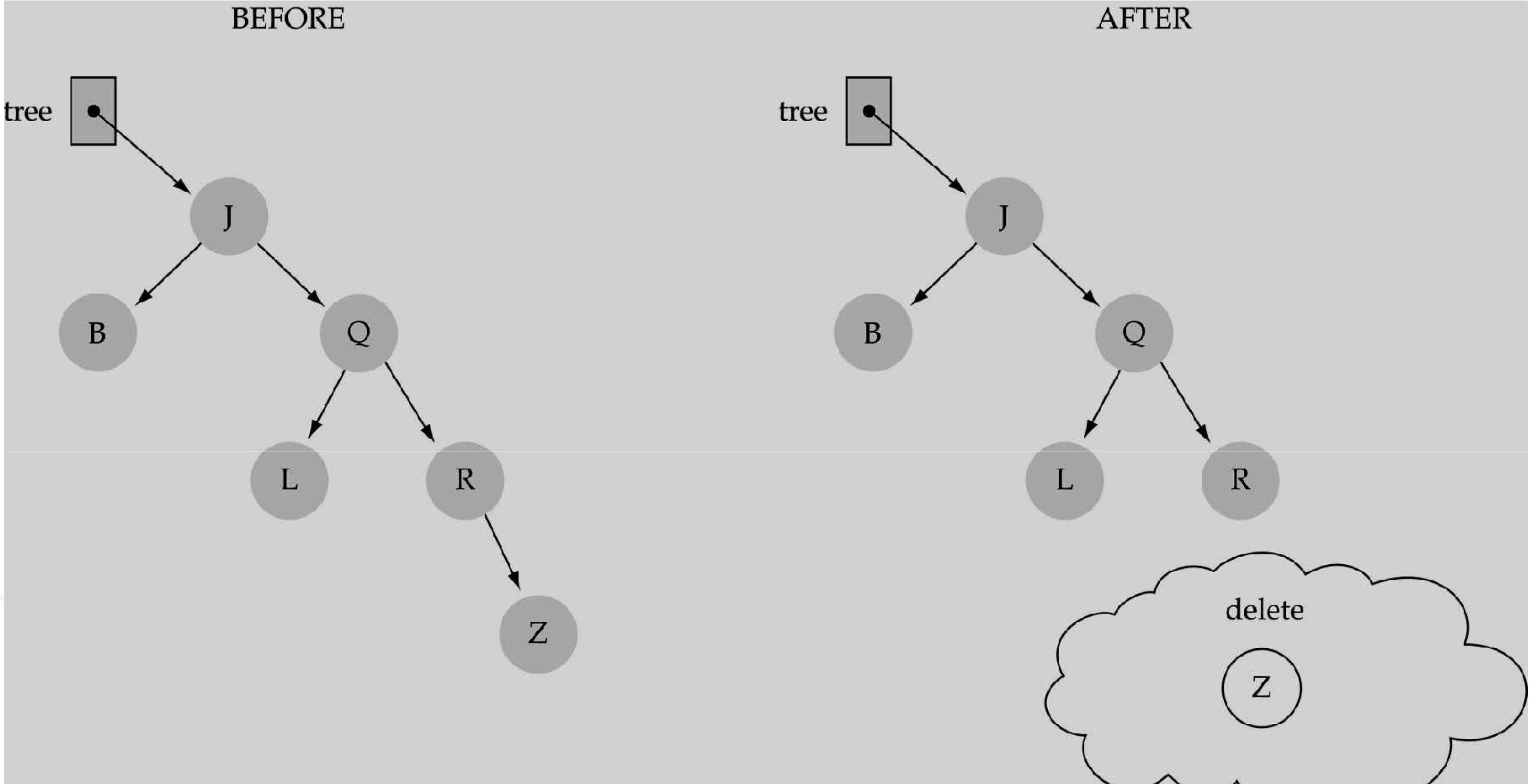
Does the order of inserting elements into a tree matter?

- **Unbalanced trees are not desirable because search time increases!**
- **Advanced tree structures, such as red-black trees, guarantee balanced trees.**

Function DeleteItem

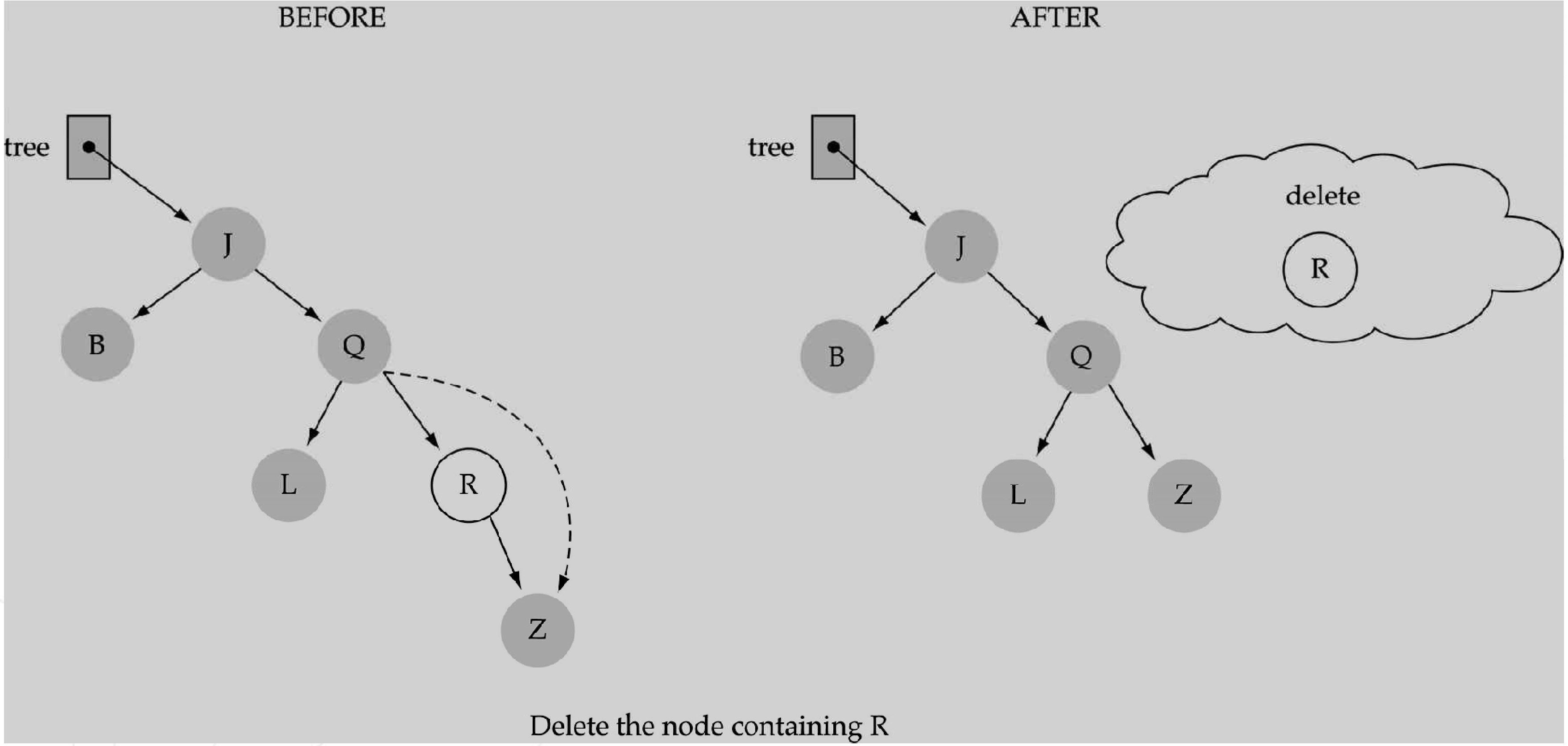
- First, find the item; then, delete it
- Binary search tree property must be preserved!!
- We need to consider three different cases:
  - (1) Deleting a leaf
  - (2) Deleting a node with only one child
  - (3) Deleting a node with two children

(1) Deleting a leaf

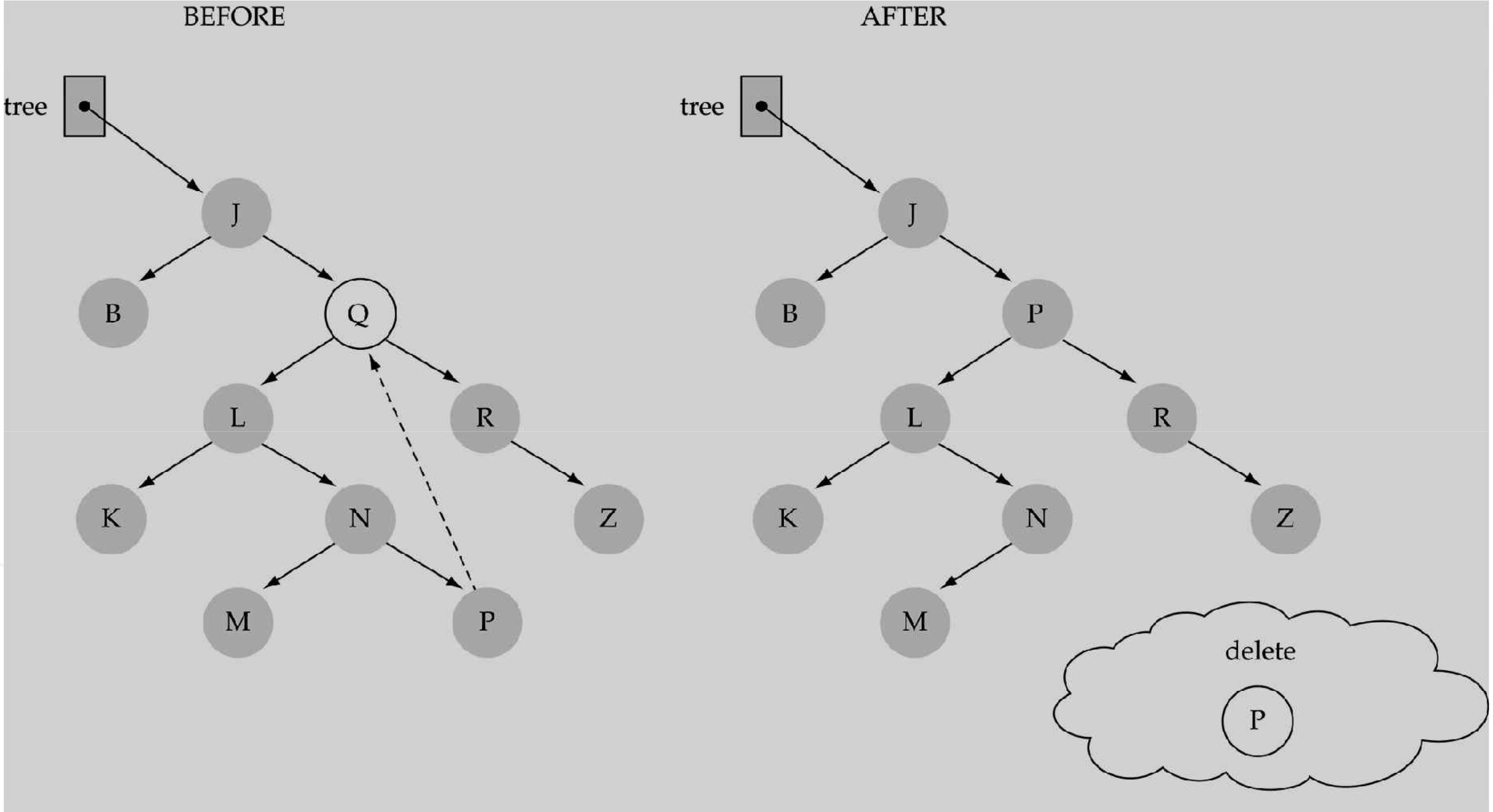


Delete the node containing Z

(2) Deleting a node with only one child



(3) Deleting a node with two children



Delete the node containing Q

(3) Deleting a node with two children (cont.)

- Find predecessor (i.e., rightmost node in the left subtree)
- Replace the data of the node to be deleted with predecessor's data
- Delete predecessor node

Function DeleteItem (cont.)

- **What is the size of the problem?**

  Number of nodes in the tree we are examining

- **What is the base case(s)?**

  Key to be deleted was found

- **What is the general case?**

  Choose the left or right subtree

Function DeleteItem (cont.)

```
template<class ItemType>
void TreeType<ItmeType>::DeleteItem(ItemType item)
{
 Delete(root, item);
}
```

```
template<class ItemType>
void Delete(TreeNode<ItemType>*& tree, ItemType item)
{
 if(item < tree->info)
   Delete(tree->left, item);
 else if(item > tree->info)
   Delete(tree->right, item);
 else
   DeleteNode(tree);
}
```

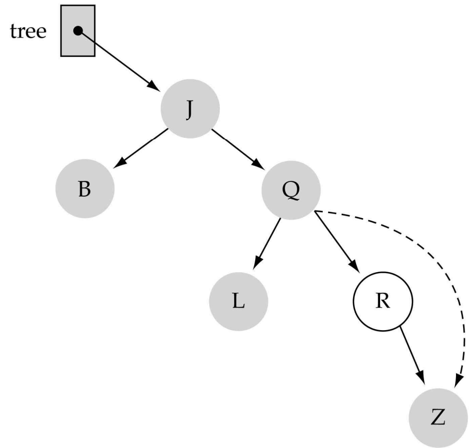
Running Time?

O(h)

Function DeleteItem (cont.)

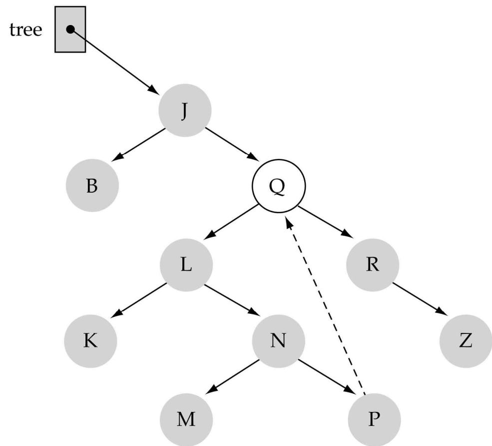
```
template <class ItemType>
void DeleteNode(TreeNode<ItemType>*& tree)
{
 ItemType item;
 TreeNode<ItemType>* tempPtr;

 tempPtr = tree;
 if(tree->left == NULL) { // right child
   tree = tree->right;
   delete tempPtr;
 }
```

0 children or
1 child




```
 else if(tree->right == NULL) { // left child
   tree = tree->left;
   delete tempPtr;
 }
```

0 children or
1 child




```
 else {
   GetPredecessor(tree->left, item);
   tree->info = item;
   Delete(tree->left, item);
 }
}
```

2 children

Function DeleteItem (cont.)

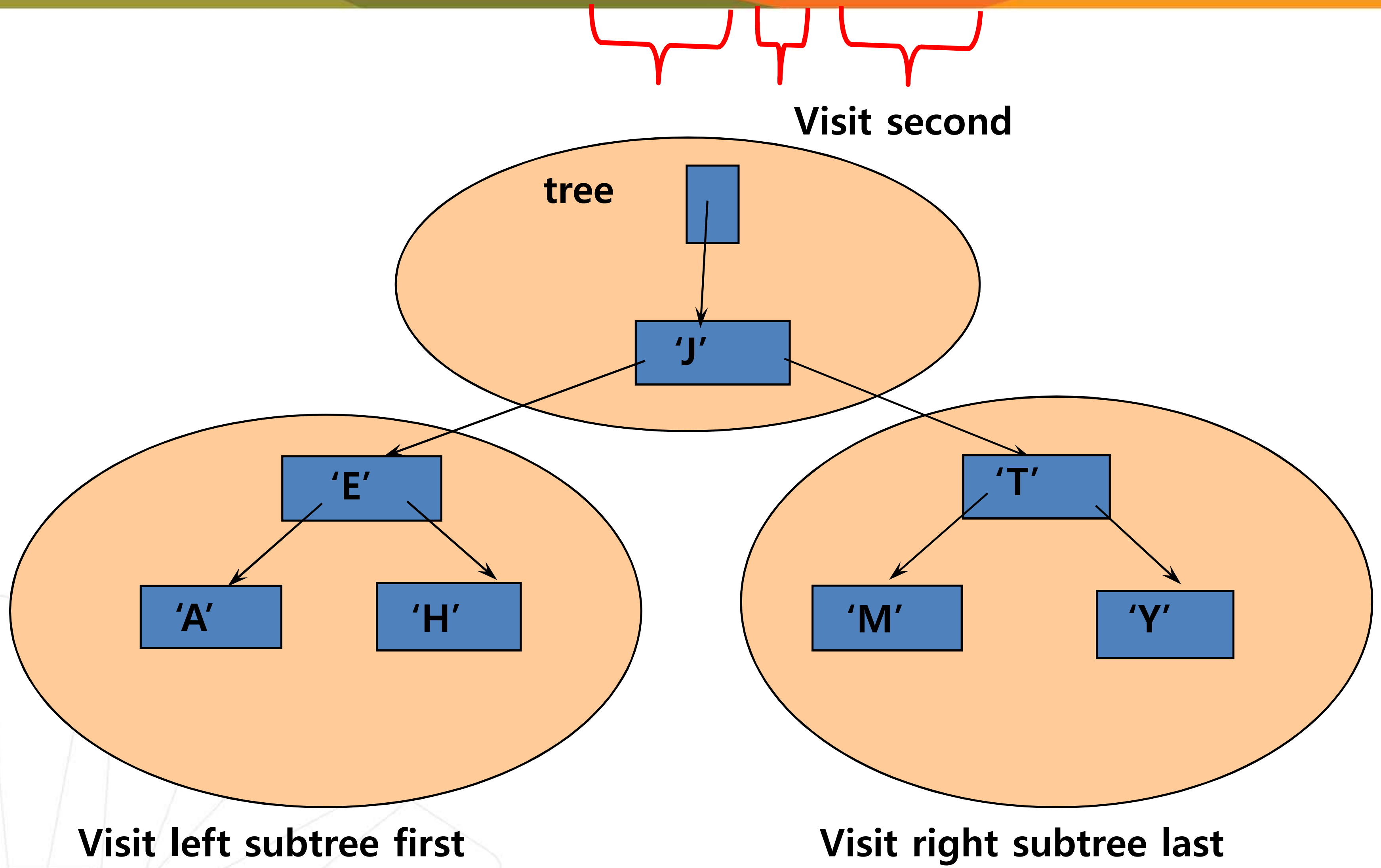
```
template<class ItemType>
void GetPredecessor(TreeNode<ItemType>* tree, ItemType& item)
{
 while(tree->right != NULL)
   tree = tree->right;
 item = tree->info;
}
```

Tree Traversals

There are mainly three ways to traverse a tree:

- **Inorder Traversal**
- **Postorder Traversal**
- **Preorder Traversal**

Inorder Traversal: A E H J M T Y



Inorder Traversal

- **Visit the nodes in the left subtree, then visit the root of the tree, then visit the nodes in the right subtree**

```
Inorder(tree)
If tree is not NULL
  Inorder(Left(tree))
  Visit Info(tree)
  Inorder(Right(tree))
```

- **Warning: "visit" implies do something with the value at the node (e.g., print, save, update etc.).**

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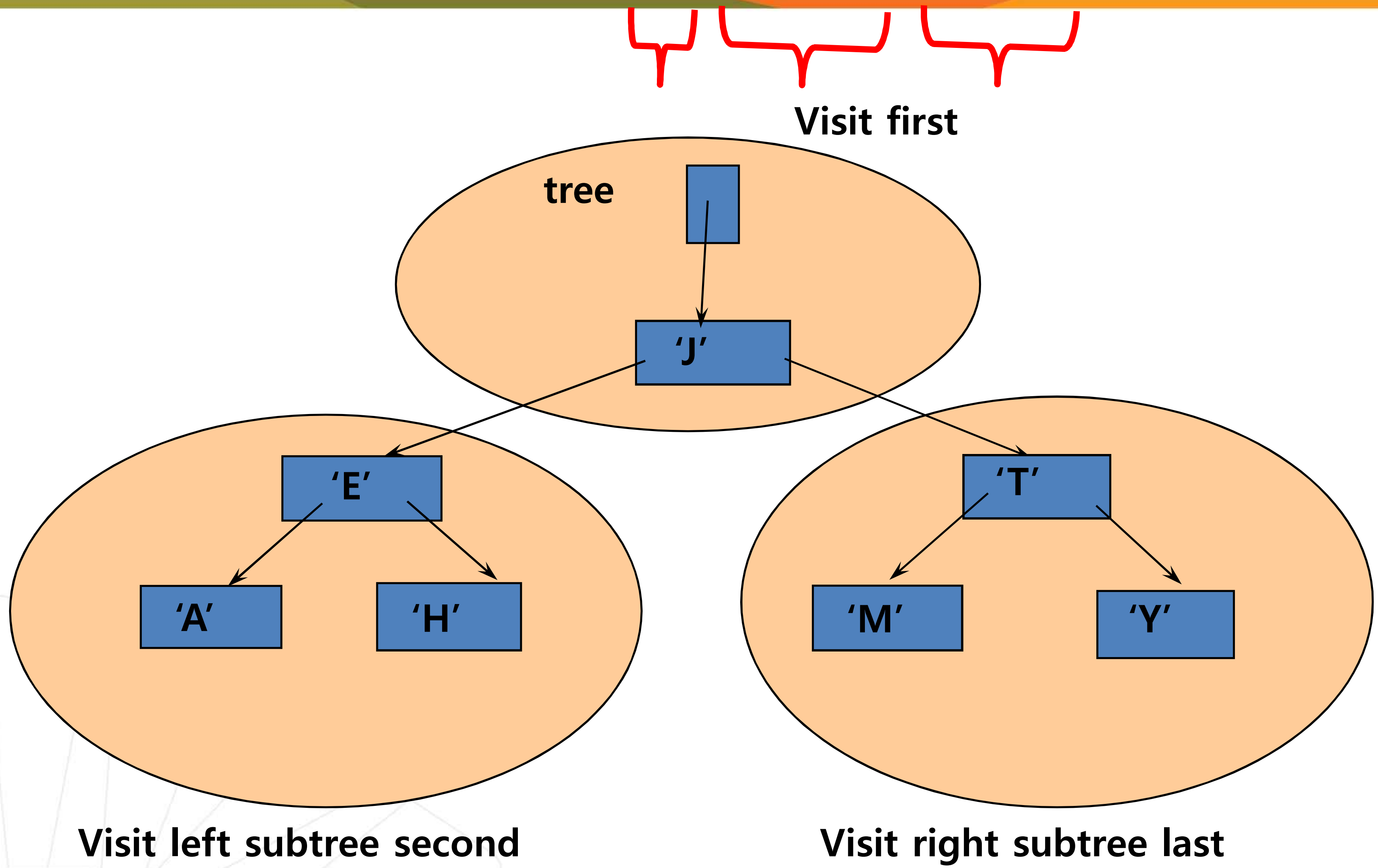
Preorder Traversal: J E A H T M Y

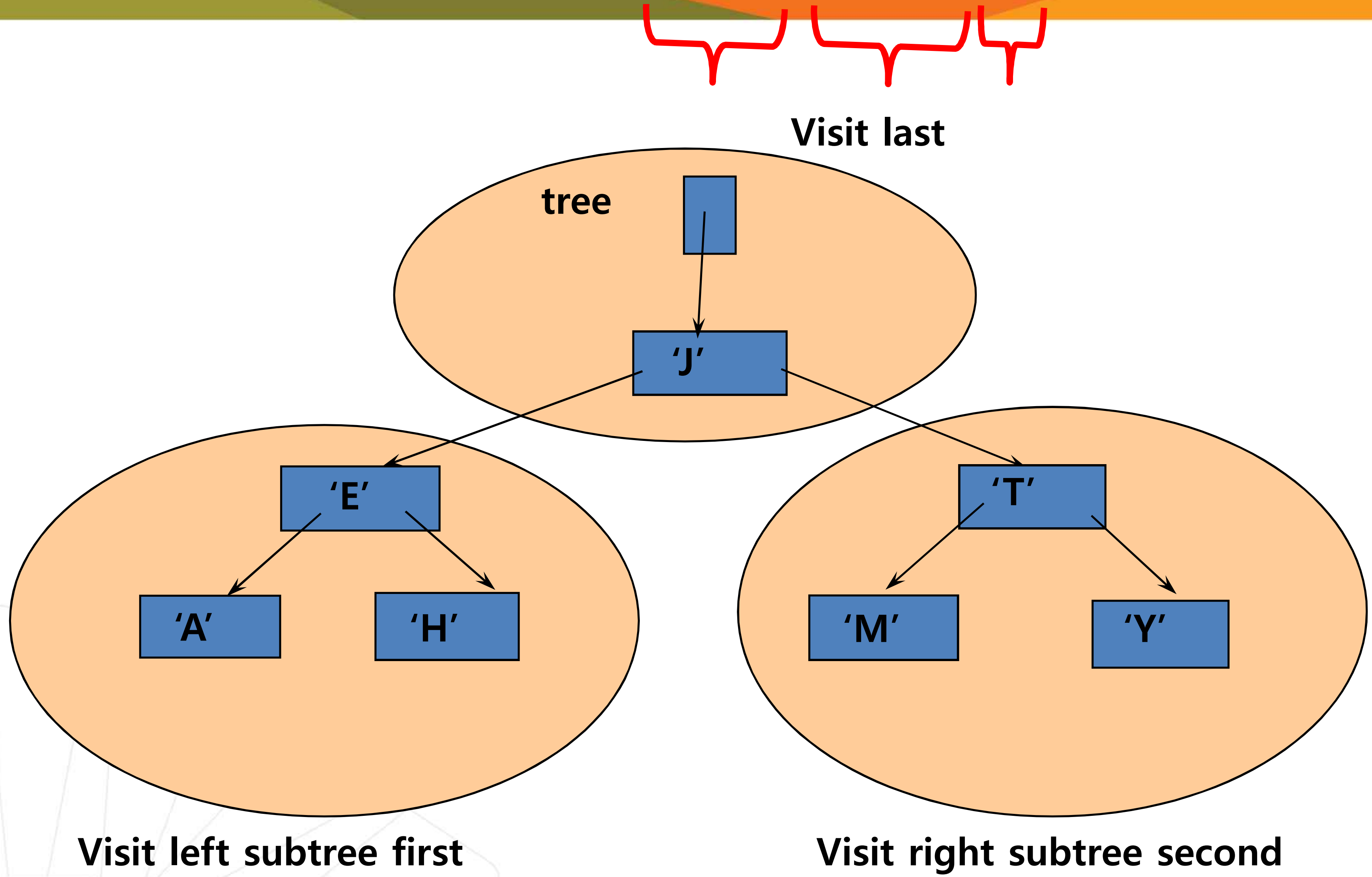


Preorder Traversal

- **Visit the root of the tree first, then visit the nodes in the left subtree, then visit the nodes in the right subtree**

```
Preorder(tree)
If tree is not NULL
  Visit Info(tree)
  Preorder(Left(tree))
  Preorder(Right(tree))
```

Postorder Traversal: A H E M Y T J



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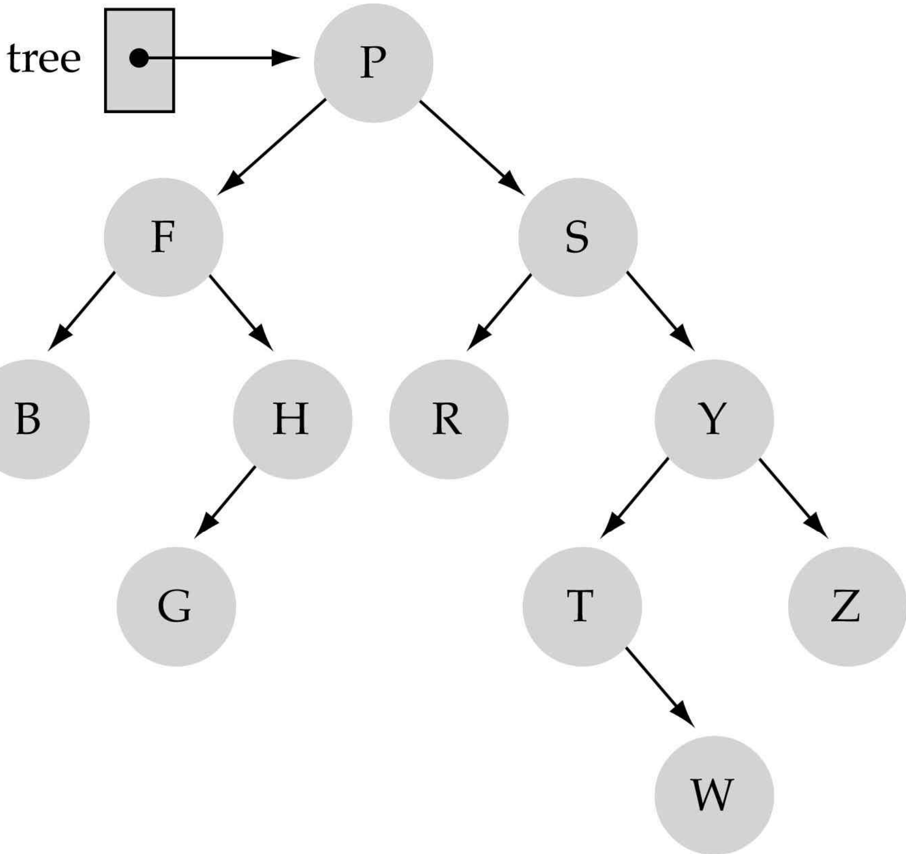
Postorder Traversal

- **Visit the nodes in the left subtree first, then visit the nodes in the right subtree, then visit the root of the tree**

```
Postorder(tree)
If tree is not NULL
  Postorder(Left(tree))
  Postorder(Right(tree))
  Visit Info(tree)
```

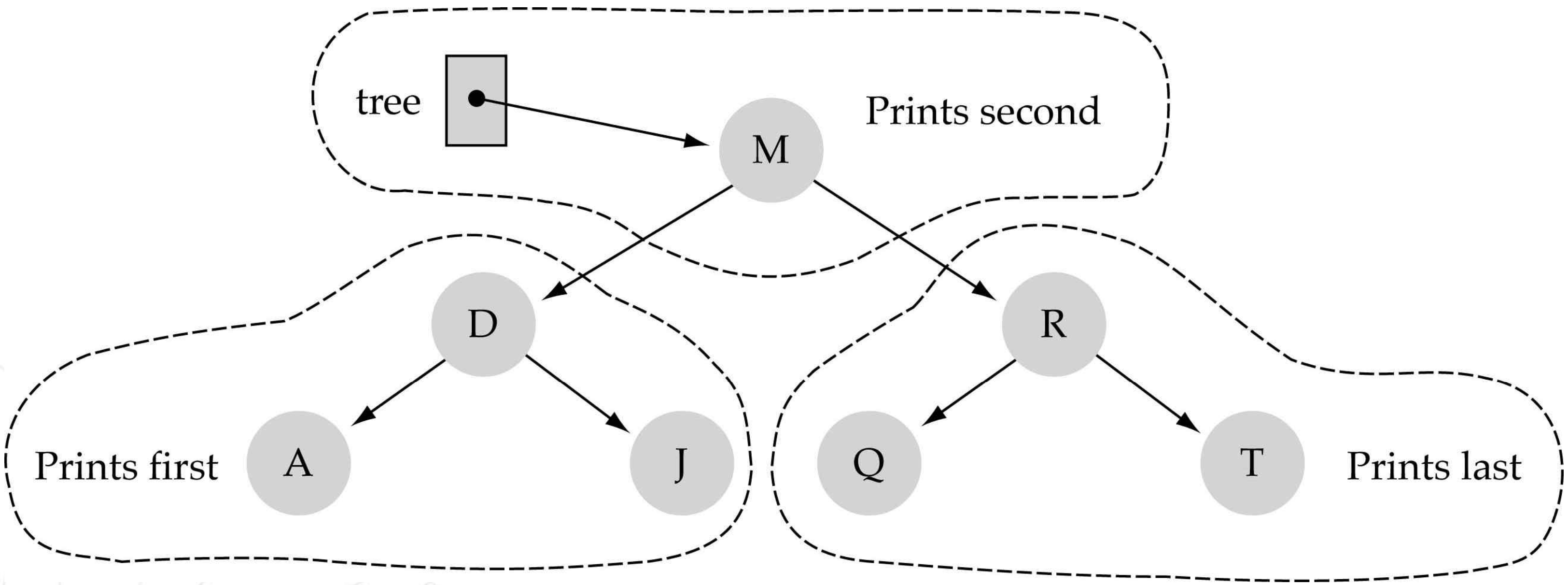
Tree Traversals: another example



Inorder:	B	F	G	H	P	R	S	T	W	Y	Z
Preorder:	P	F	B	H	G	S	R	Y	T	W	Z
Postorder:	B	G	H	F	R	W	T	Z	Y	S	P

Function PrintTree

- We use "inorder" to print out the node values.
- Keys will be printed out in sorted order.
- <u>Hint:</u> binary search could be used for sorting!



A D J M Q R T

Function PrintTree (cont.)

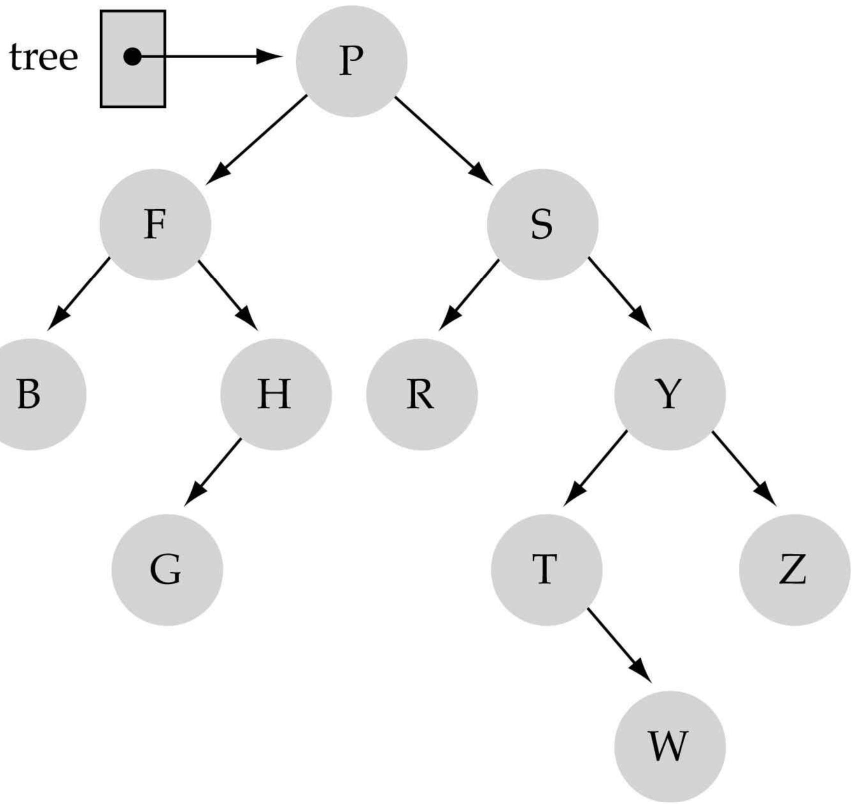
```
void TreeType::PrintTree(ofstream& outFile)
{
 Print(root, outFile);
}
```

```
template<class ItemType>
void Print(TreeNode<ItemType>* tree, ofstream& outFile)
{
 if(tree != NULL) {
   Print(tree->left, outFile);
   outFile << tree->info; // "visit"
   Print(tree->right, outFile);
 }
}
```

Class Constructor

```
template<class ItemType>
TreeType<ItemType>::TreeType()
{
 root = NULL;
}
```

Class Destructor



Inorder: B F G H P R S T W Y Z
Preorder: P F B H G S R Y T W Z
Postorder: B G H F R W T Z Y S P

Use postorder!

Class Destructor (cont'd)

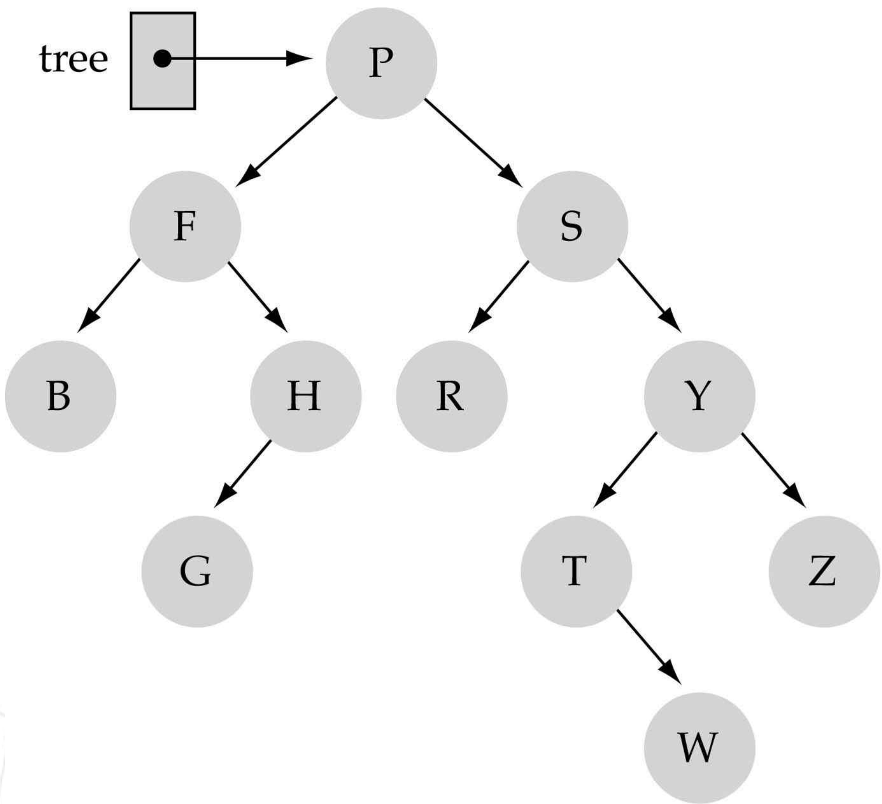
```
TreeType::~TreeType()
{
 Destroy(root);
}
```

```
void Destroy(TreeNode<ItemType>*& tree)
{
 if(tree != NULL) {
   Destroy(tree->left);
   Destroy(tree->right);
   delete tree; // "visit"

 }
}
```

postorder

Copy Constructor



Use preorder!

Inorder:	B	F	G	H	P	R	S	T	W	Y	Z
Preorder:	P	F	B	H	G	S	R	Y	T	W	Z
Postorder:	B	G	H	F	R	W	T	Z	Y	S	P

Copy Constructor (cont'd)

```
template<class ItemType>
TreeType<ItemType>::TreeType(const TreeType<ItemType>&

       originalTree)
{
 CopyTree(root, originalTree.root);
}
```

```
template<class ItemType)
void CopyTree(TreeNode<ItemType>*& copy,
                          TreeNode<ItemType>*
  originalTree)
{
 if(originalTree == NULL)
   copy = NULL;
 else {
   copy = new TreeNode<ItemType>;     // "visit"
   copy->info = originalTree->info;
   CopyTree(copy->left, originalTree->left);
   CopyTree(copy->right, originalTree->right);
 }
}
```

preorder

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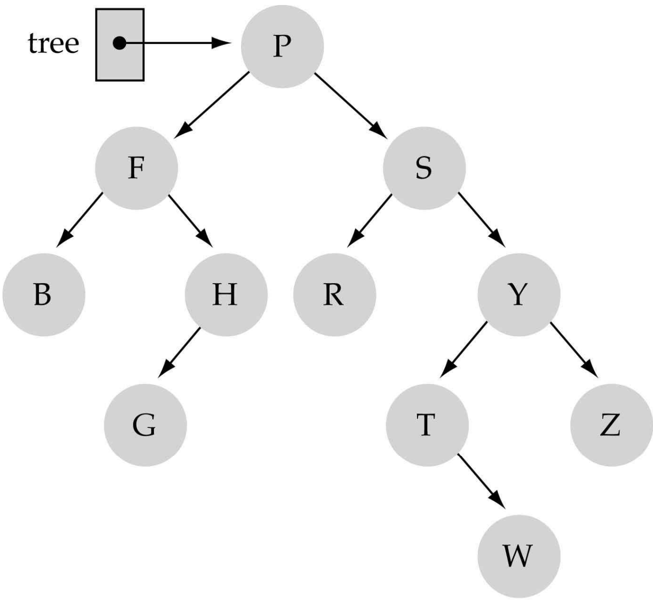
ResetTree and GetNextItem

- User needs to specify the tree traversal order.
- For efficiency, *ResetTree* stores in a queue the results of the specified tree traversal.
- Then, *GetNextItem*, dequeues the node values from the queue.



Inorder: B F G H P R S T W Y Z
Preorder: P F B H G S R Y T W Z
Postorder: B G H F R W T Z Y S P

```
void ResetTree(OrderType);

void GetNextItem(ItemType&,
OrderType, bool&);
```

Revise Tree Class Specification

```
enum OrderType {PRE_ORDER, IN_ORDER, POST_ORDER};

template<class ItemType>
class TreeType {
  public:
    // previous member functions
    void PreOrder(TreeNode<ItemType>, QueType<ItemType>&)
    void InOrder(TreeNode<ItemType>, QueType<ItemType>&)

    void PostOrder(TreeNode<ItemType>, QueType<ItemType>&)

private:
     TreeNode<ItemType>* root;
     QueType<ItemType> preQue;
     QueType<ItemType> inQue;
     QueType<ItemType> postQue;
};
```

new member functions

new private data

ResetTree and GetNextItem (cont.)

```
template<class ItemType>
void PreOrder(TreeNode<ItemType>tree,
  QueType<ItemType>& preQue)
{
 if(tree != NULL) {
   preQue.Enqueue(tree->info); // “visit”
   PreOrder(tree->left, preQue);
   PreOrder(tree->right, preQue);
 }
}
```

ResetTree and GetNextItem (cont.)

```
template<class ItemType>
void InOrder(TreeNode<ItemType>tree, QueType<ItemType>&
  inQue)
{
 if(tree != NULL) {
    InOrder(tree->left, inQue);
    inQue.Enqueue(tree->info); // “visit”
    InOrder(tree->right, inQue);
 }
}
```

ResetTree and GetNextItem (cont.)

```
template<class ItemType>
void PostOrder(TreeNode<ItemType>tree, QueType<ItemType>&
  postQue)
{
 if(tree != NULL) {
   PostOrder(tree->left, postQue);
   PostOrder(tree->right, postQue);
   postQue.Enqueue(tree->info); // "visit"
 }
}
```

ResetTree

```
template<class ItemType>
void TreeType<ItemType>::ResetTree(OrderType order)
{
 switch(order) {
    case PRE_ORDER: PreOrder(root, preQue);
                   break;
    case IN_ORDER:  InOrder(root, inQue);
                   break;
    case POST_ORDER: PostOrder(root, postQue);
                   break;
  }
}
```

GetNextItem

```
template<class ItemType>
void TreeType<ItemType>::GetNextItem(ItemType& item, OrderType
  order, bool& finished)
{
 finished = false;
 switch(order) {
    case PRE_ORDER: preQue.Dequeue(item);
                   if(preQue.IsEmpty())
                     finished = true;
                   break;

    case IN_ORDER: inQue.Dequeue(item);
                   if(inQue.IsEmpty())
                     finished = true;
                   break;

    case POST_ORDER: postQue.Dequeue(item);
                   if(postQue.IsEmpty())
                     finished = true;
                   break;
  }
}
```

Comparing Binary Search Trees to Linear Lists

Big-O Comparison			
Operation	Binary Search Tree	Array-based List	Linked List
Constructor	O(1)	O(1)	O(1)
Destructor	O(N)	O(1)	O(N)
IsFull	O(1)	O(1)	O(1)
IsEmpty	O(1)	O(1)	O(1)
RetrieveItem	O(logN)*	O(logN)	O(N)
InsertItem	O(logN)*	O(N)	O(N)
DeleteItem	O(logN)*	O(N)	O(N)

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